

FIG. 1

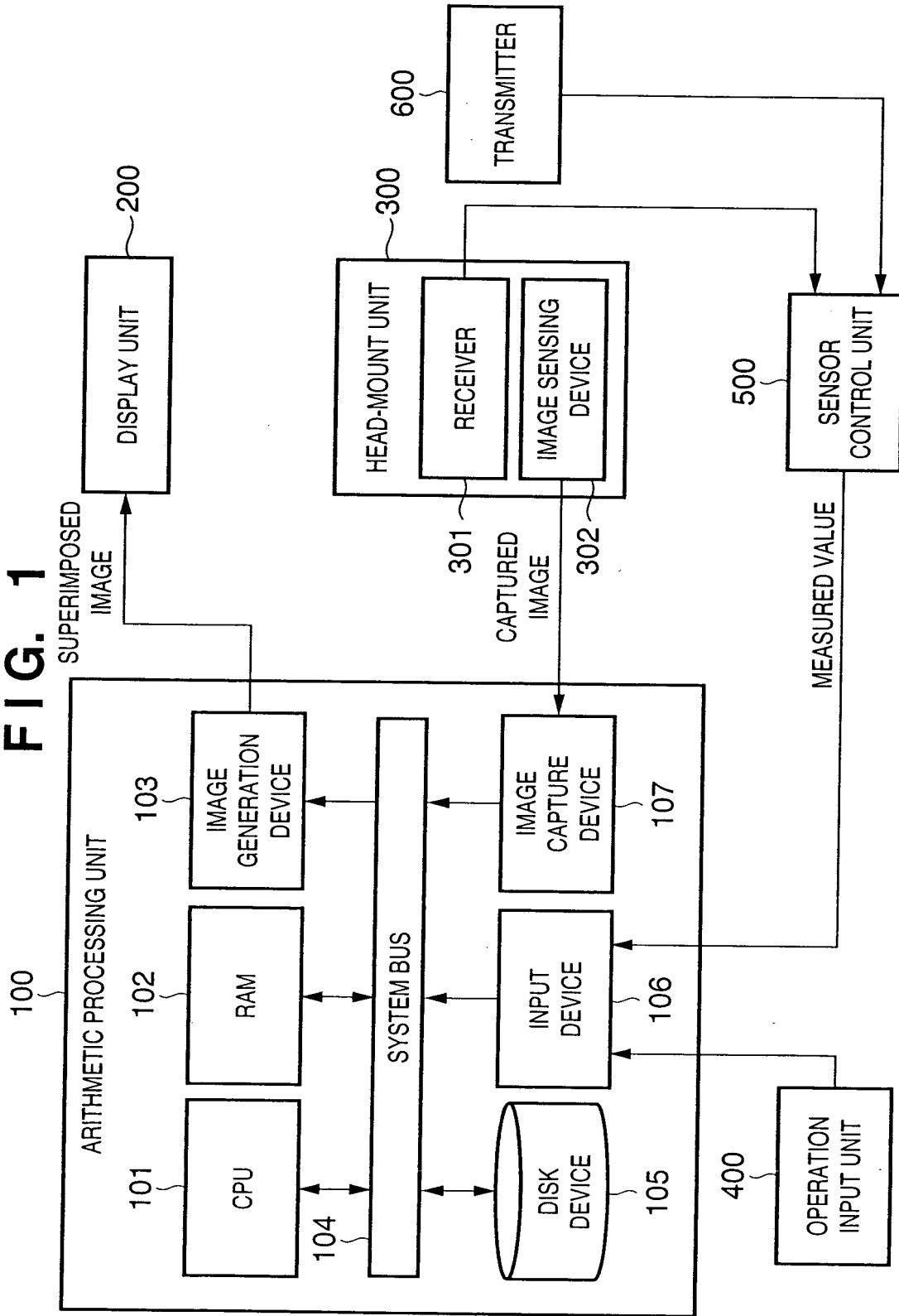
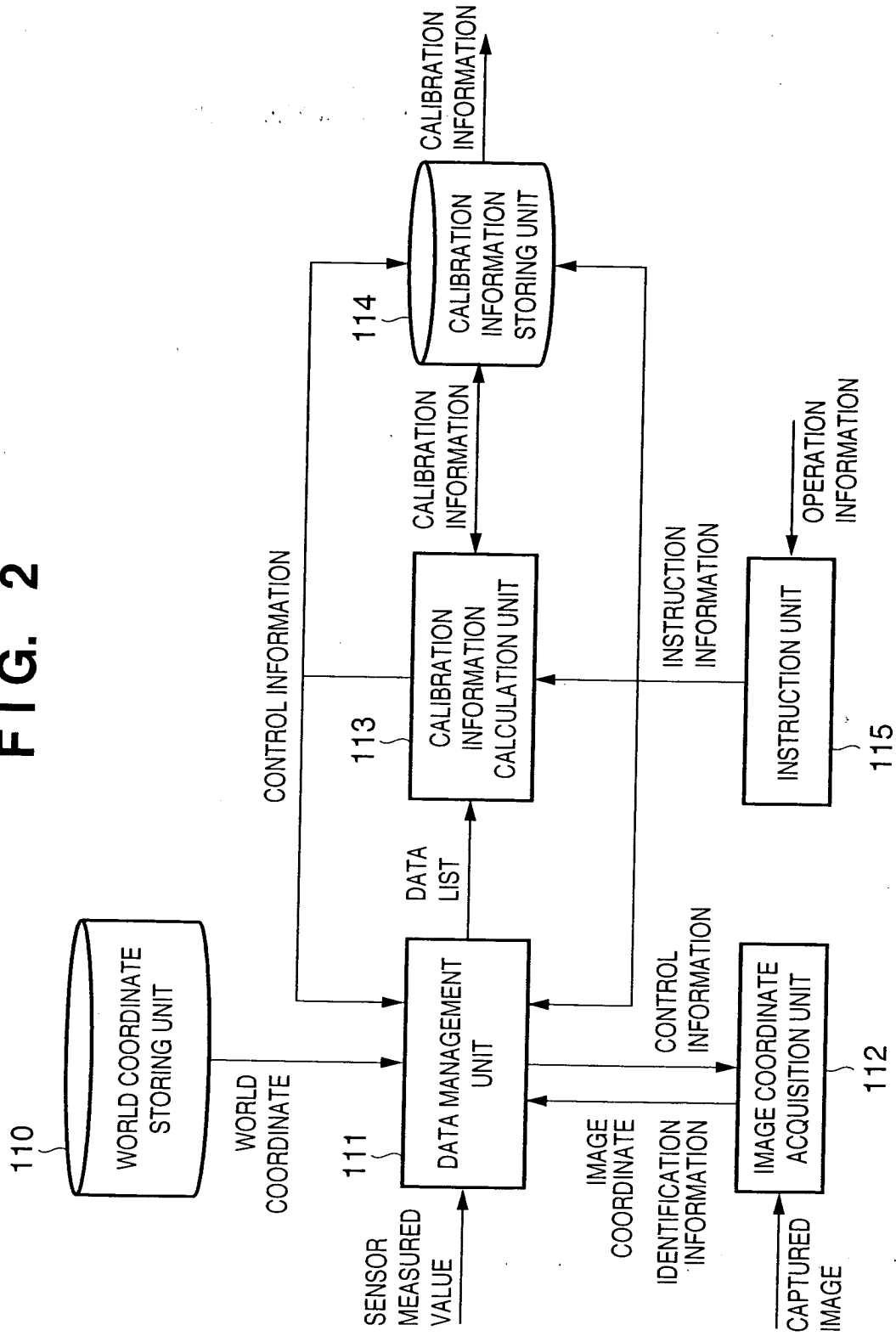


FIG. 2



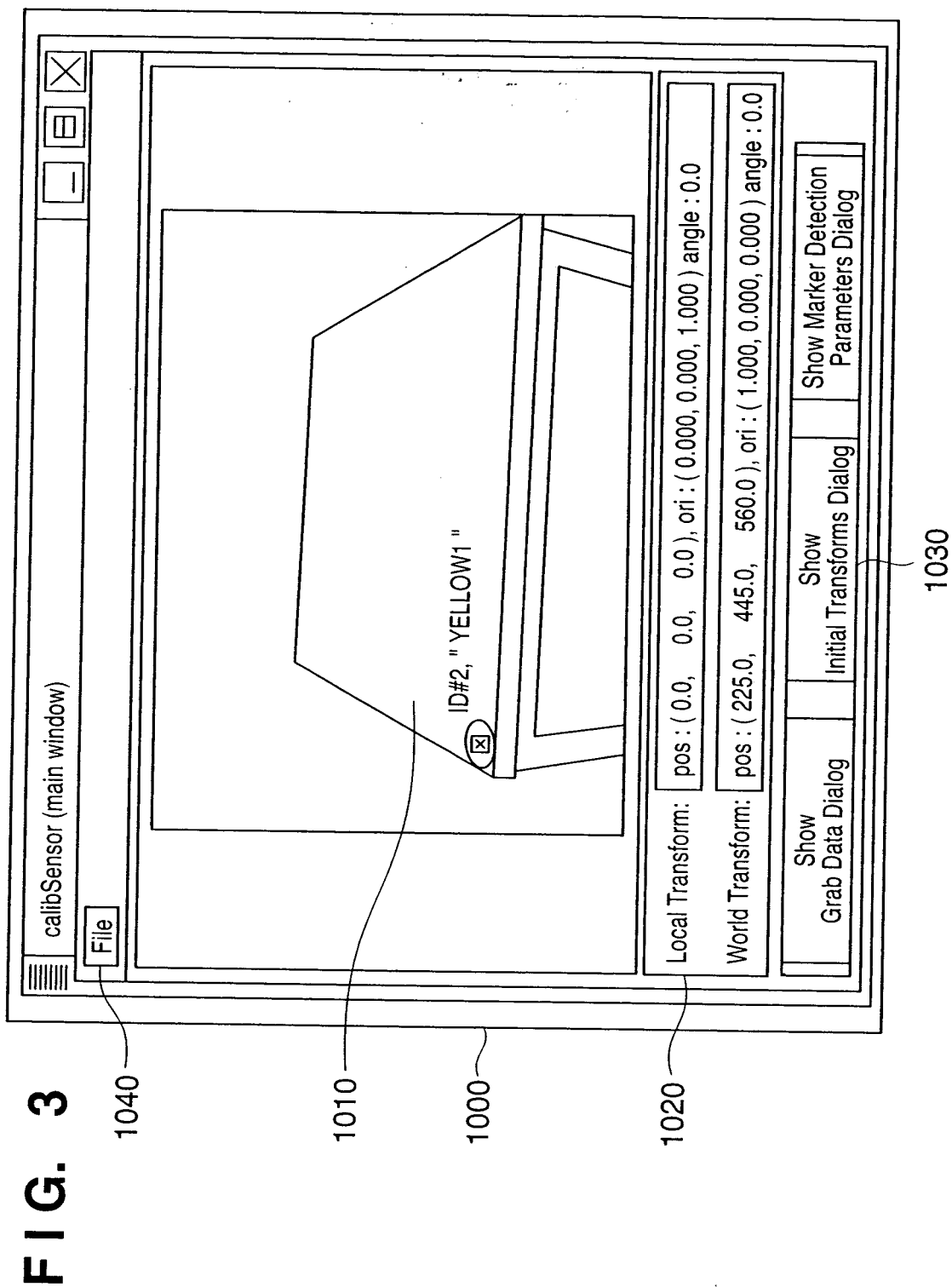
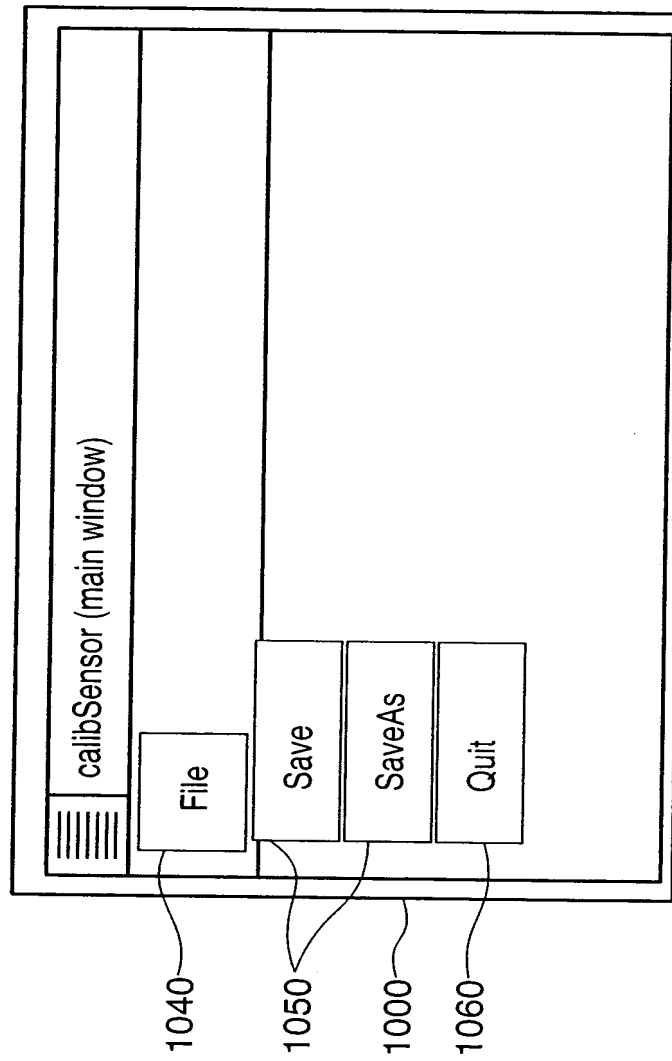
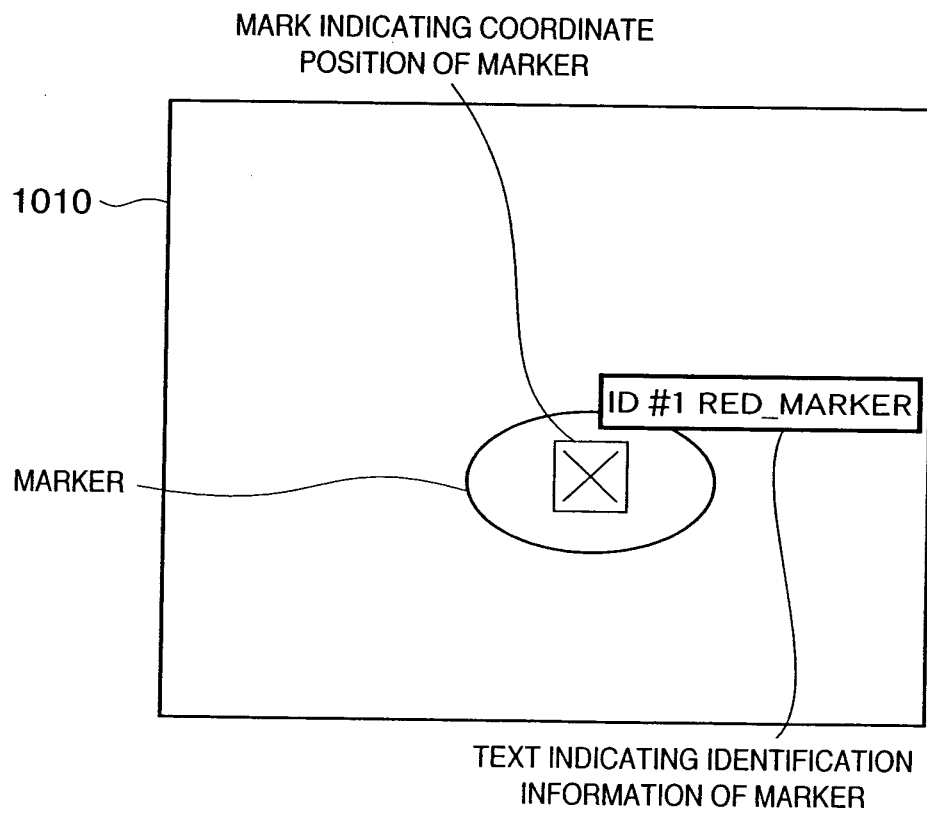


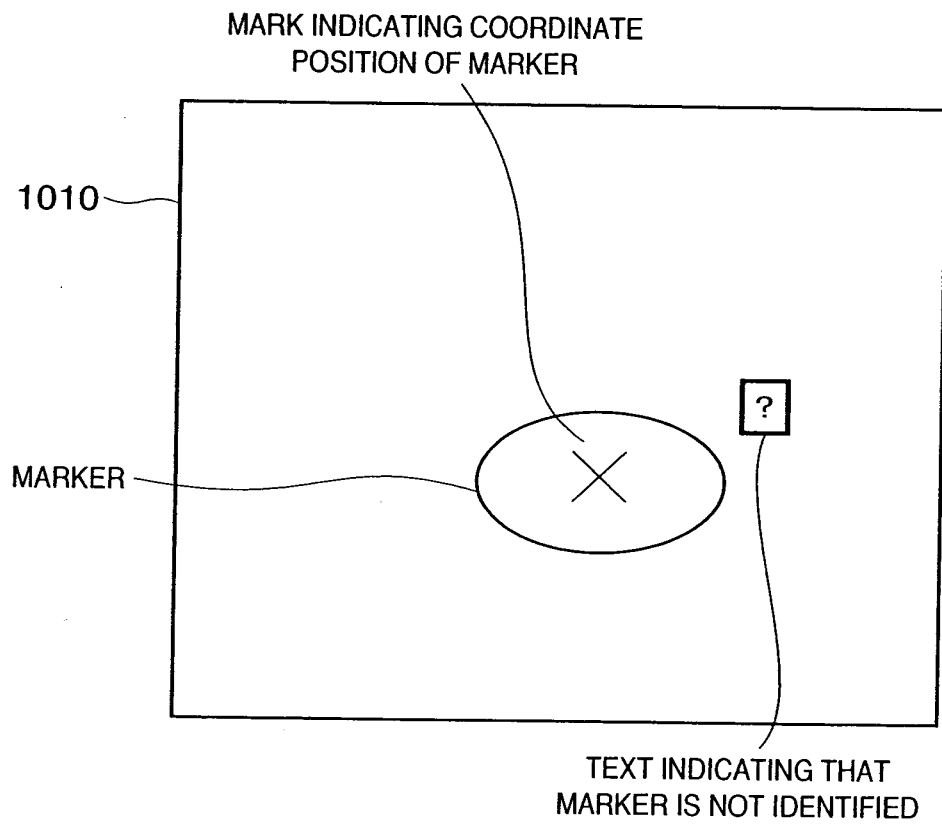
FIG. 4



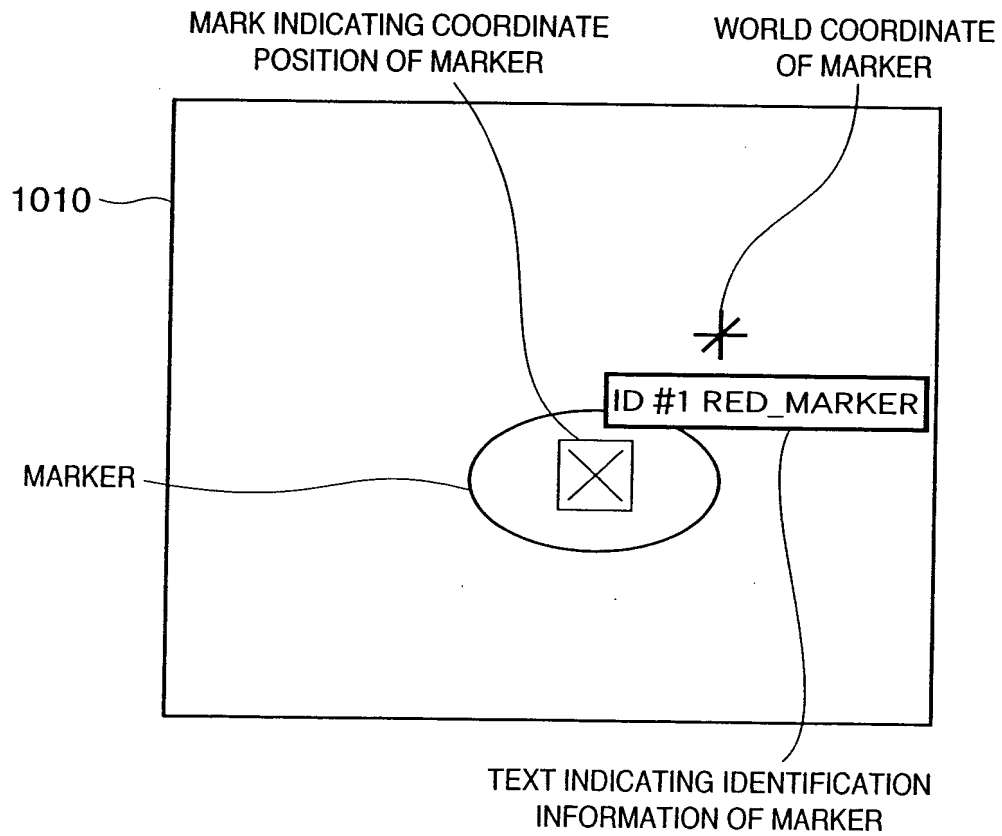
**FIG. 5**



**FIG. 6**



**FIG. 7**



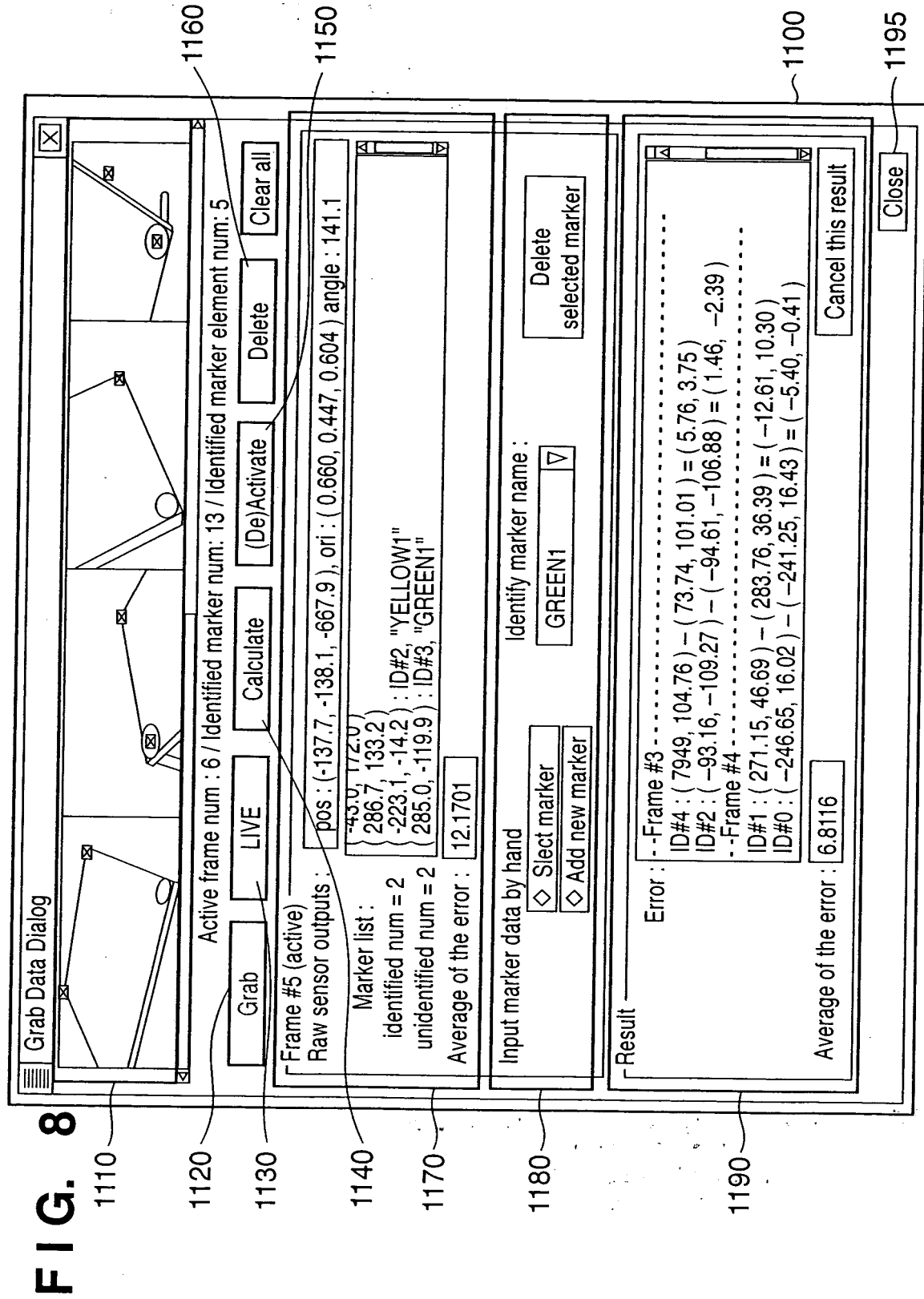




FIG. 9

1180

Input marker data by hand

1181

◇ Select marker

1182

◇ Add new marker

Identify marker name :

RED\_LEFT

(unidentified)

RED\_LEFT

RED\_RIGHT

YELLOW1

GREEN1

RED\_UNDER

1184

Delete selected marker

Result

Error :

1183

FIG. 10

**Initial Transforms Dialog**

**Local Transform** | **World Transform**

position - x: 58 orientation - x: -0.500651  
position - y: 104 orientation - y: -0.650847  
position - z: -12 orientation - z: 0.570742

orientation - angle: 109

**Euler angle**

azimuth (z-axis): 90  
elevation (y-axis): -14  
roll (x-axis): -85

**Rotate receiver** X-axis Y-axis Z-axis  
**Rotate camera** X-axis Y-axis Z-axis

**Load parameters for standard config.** **Now, I'm looking at the transmitter** **Reset to default** **Close**

1210 1220 1200 1230 1240 1250 1260

FIG. 11

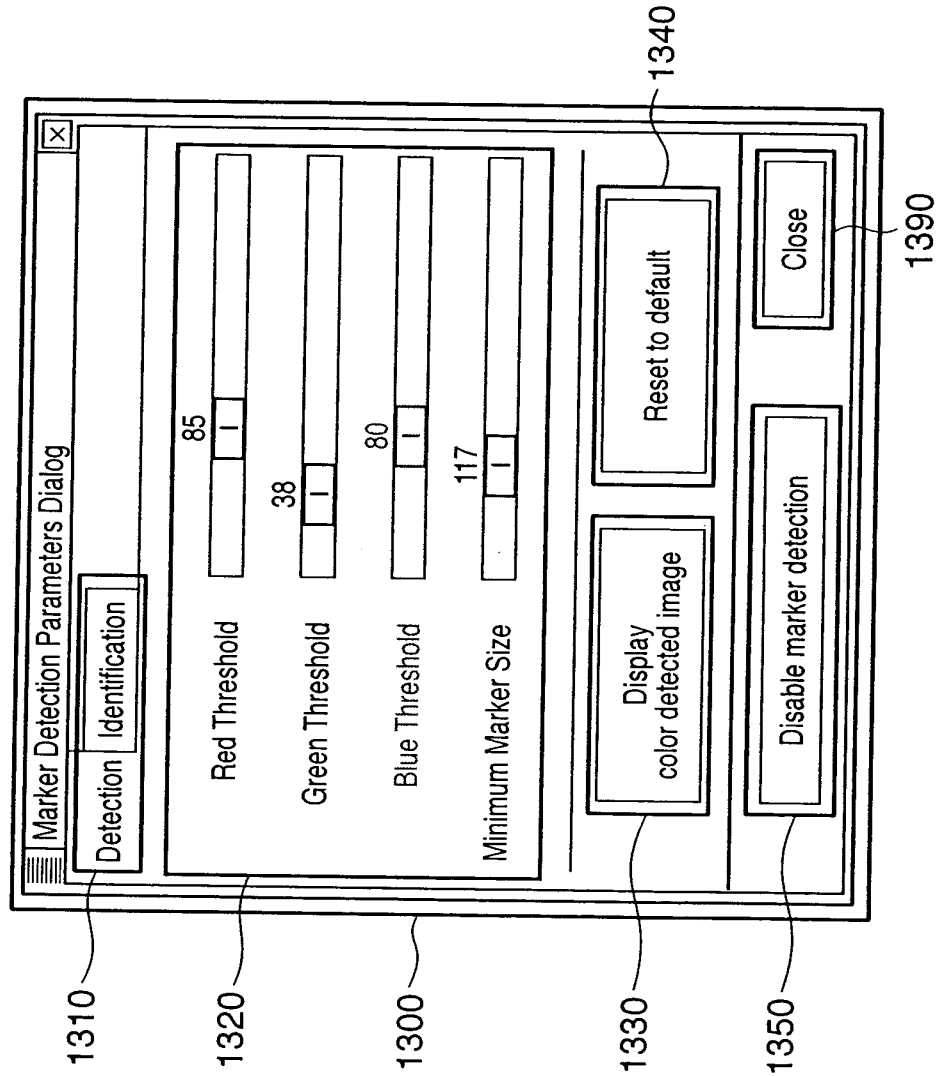


FIG. 12

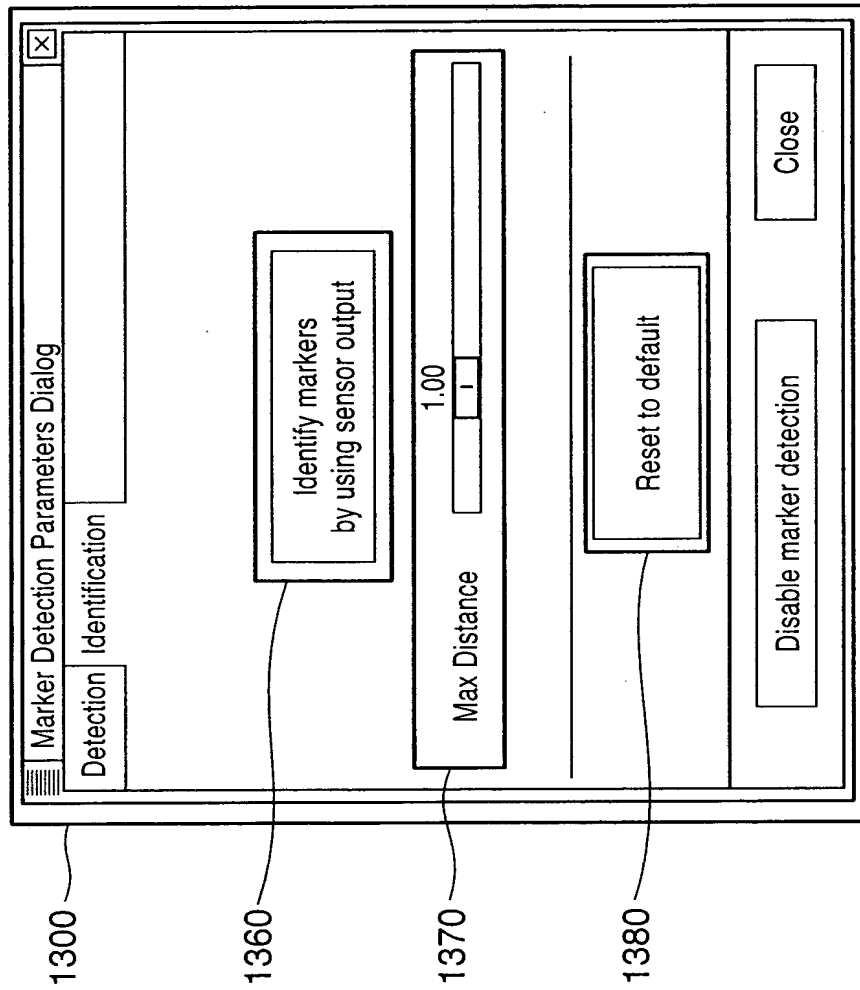
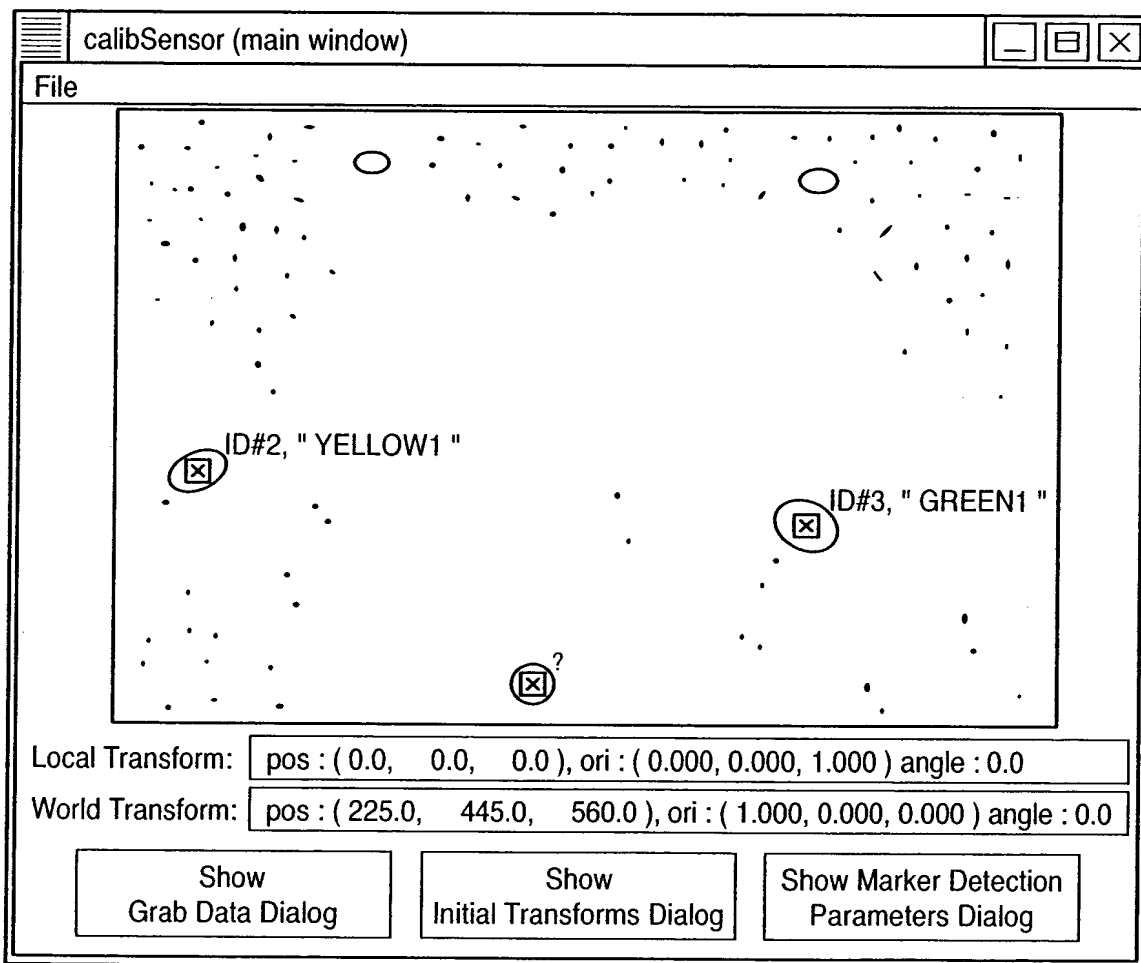
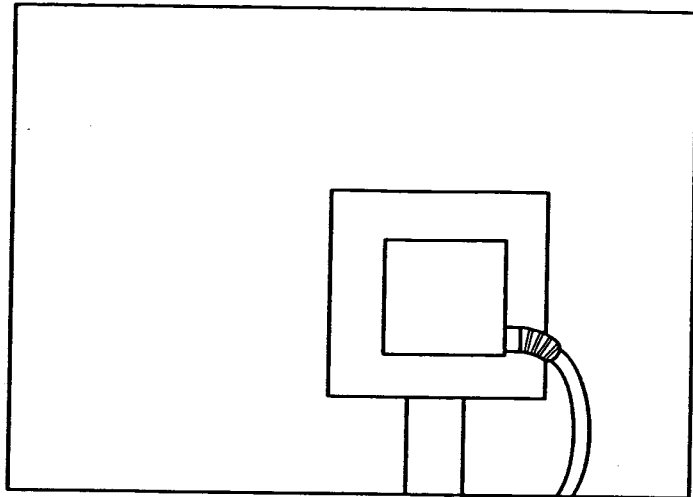


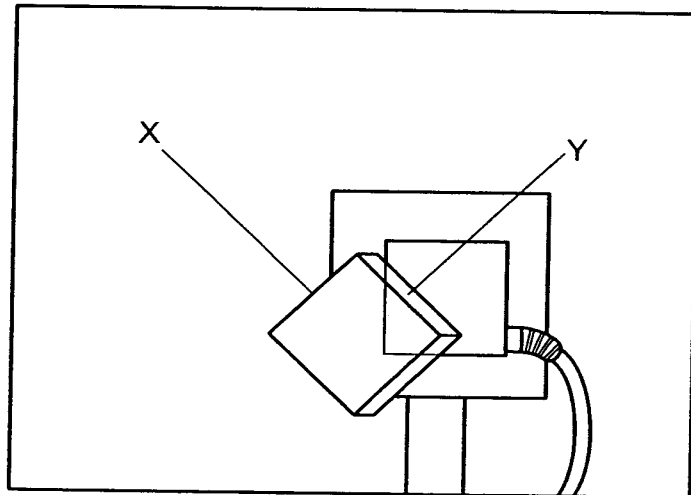
FIG. 13



**FIG. 14A**



**FIG. 14B**



**FIG. 14C**

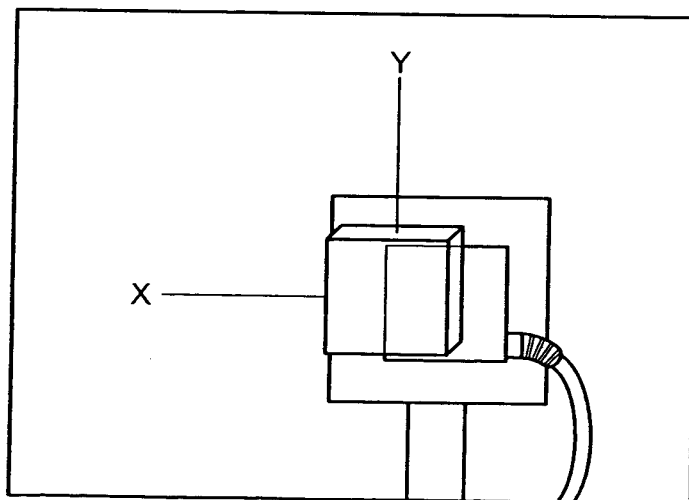
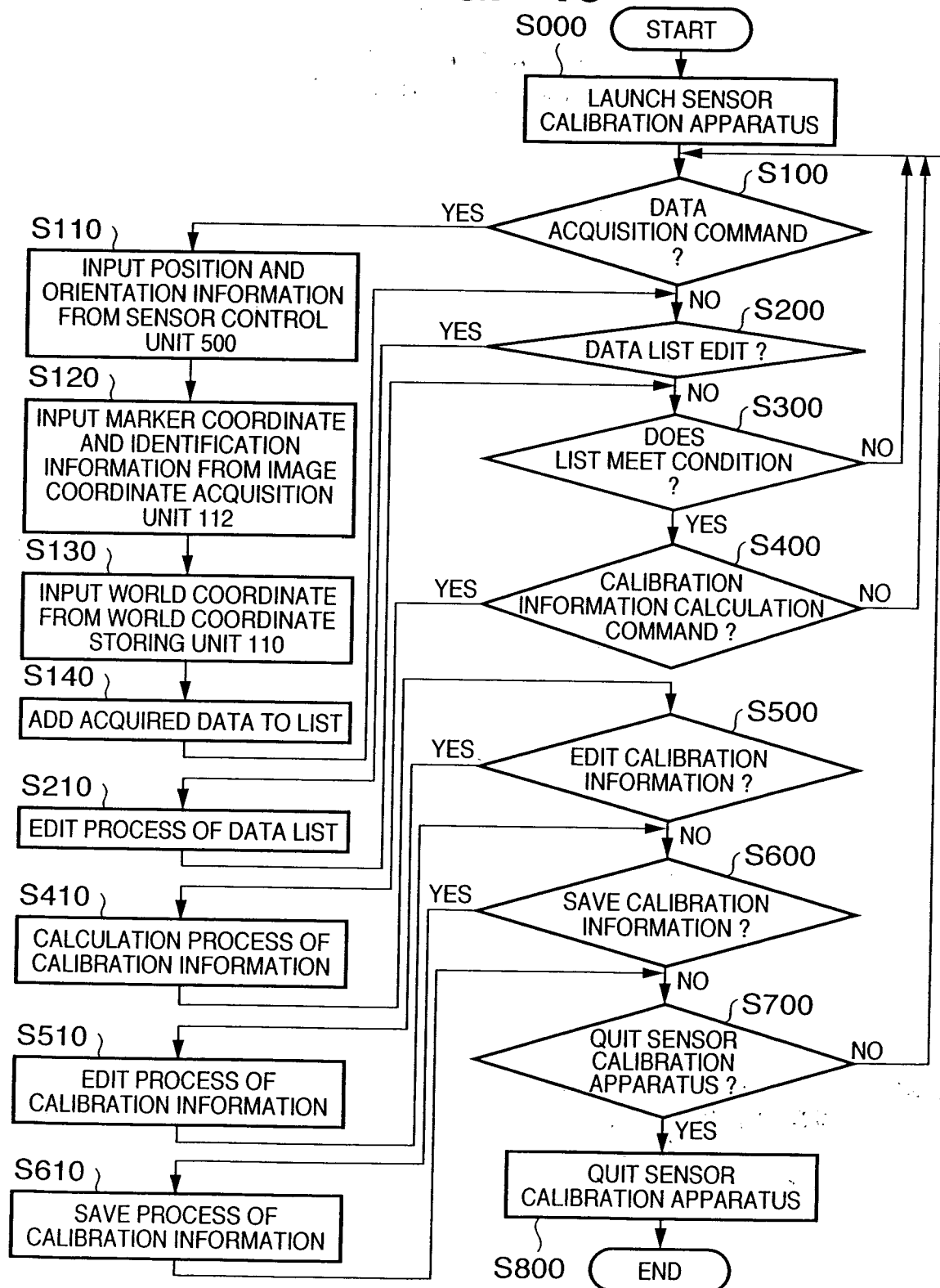


FIG. 15



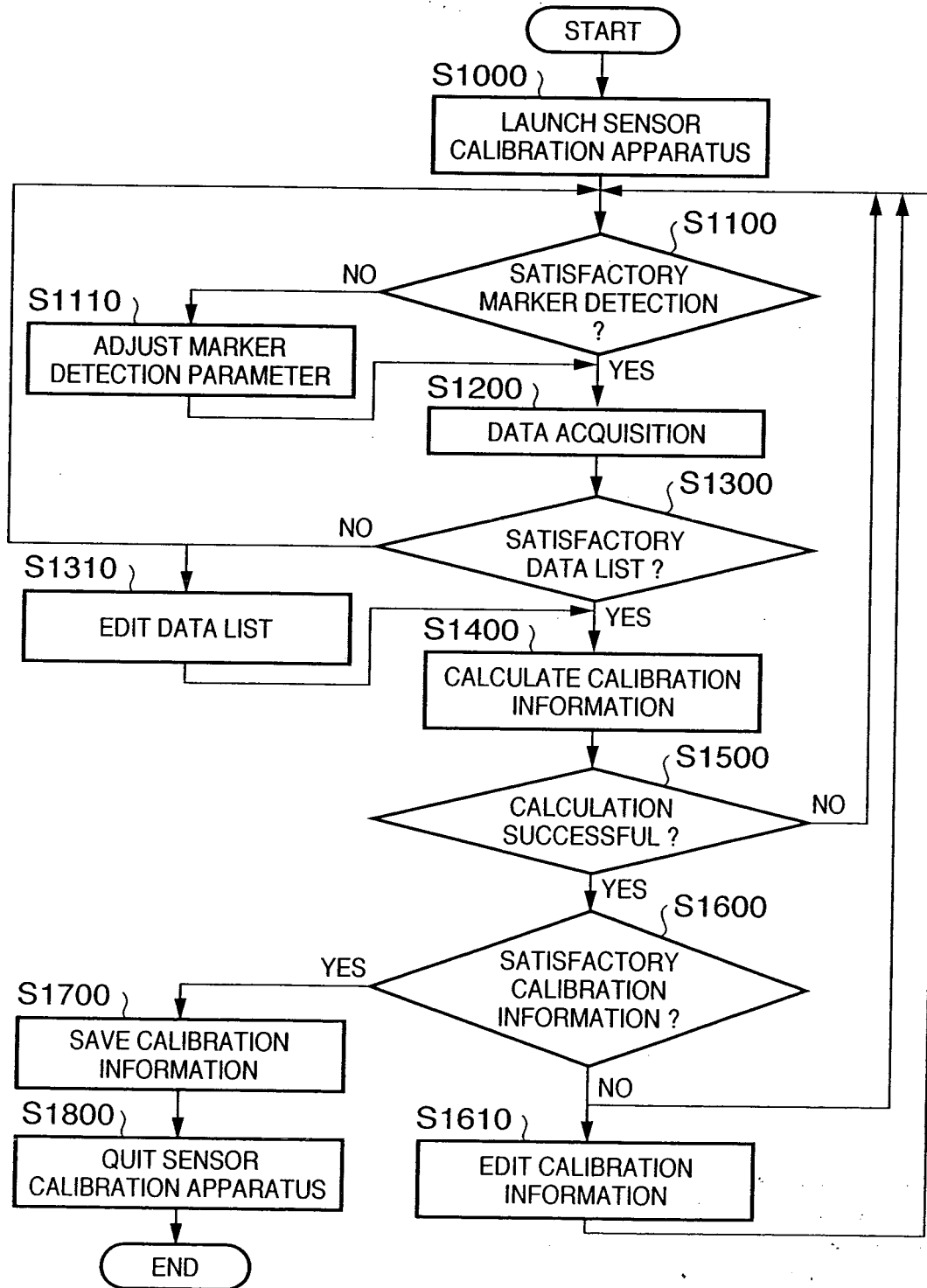
**FIG. 16**



FIG. 17

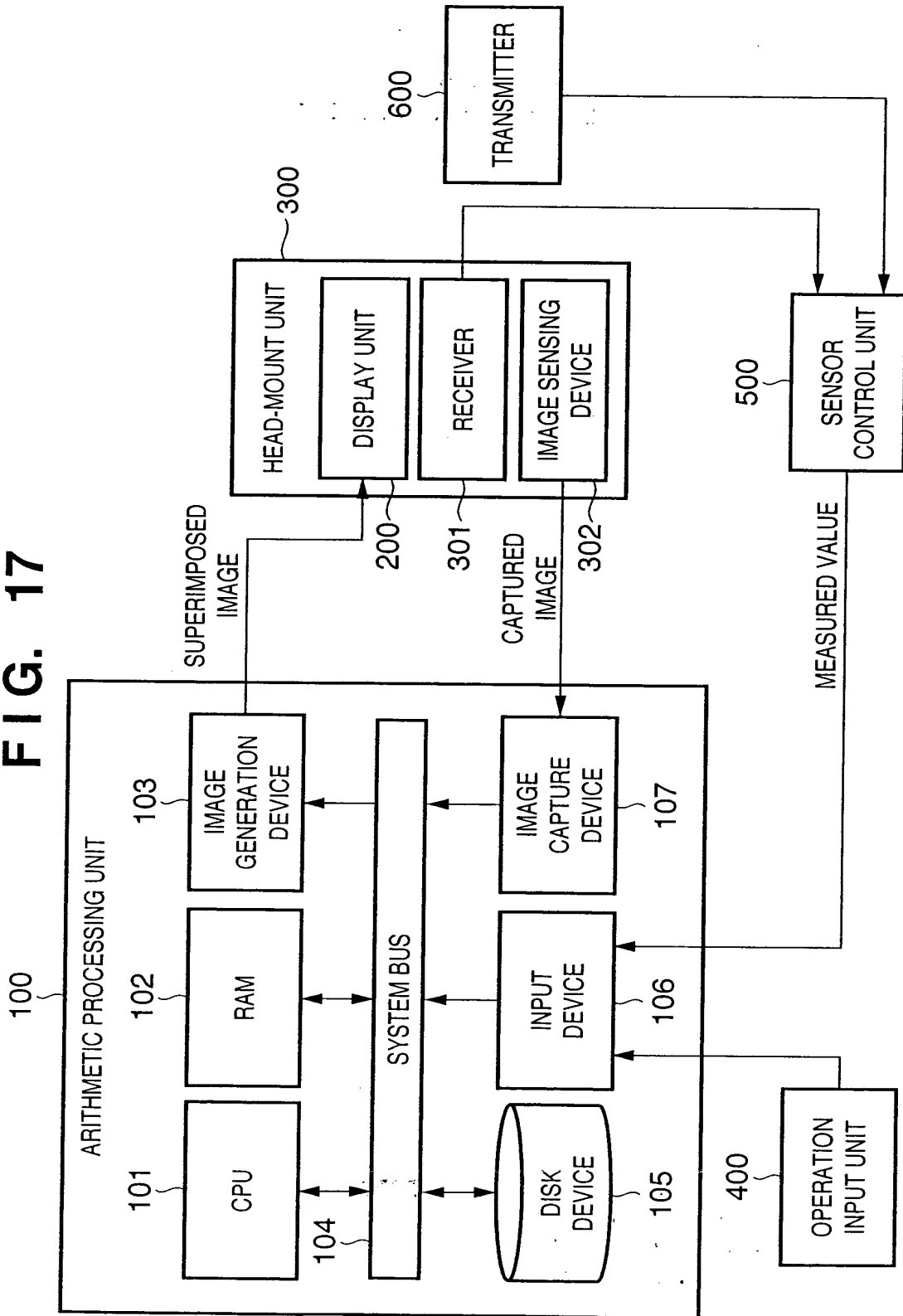


FIG. 18

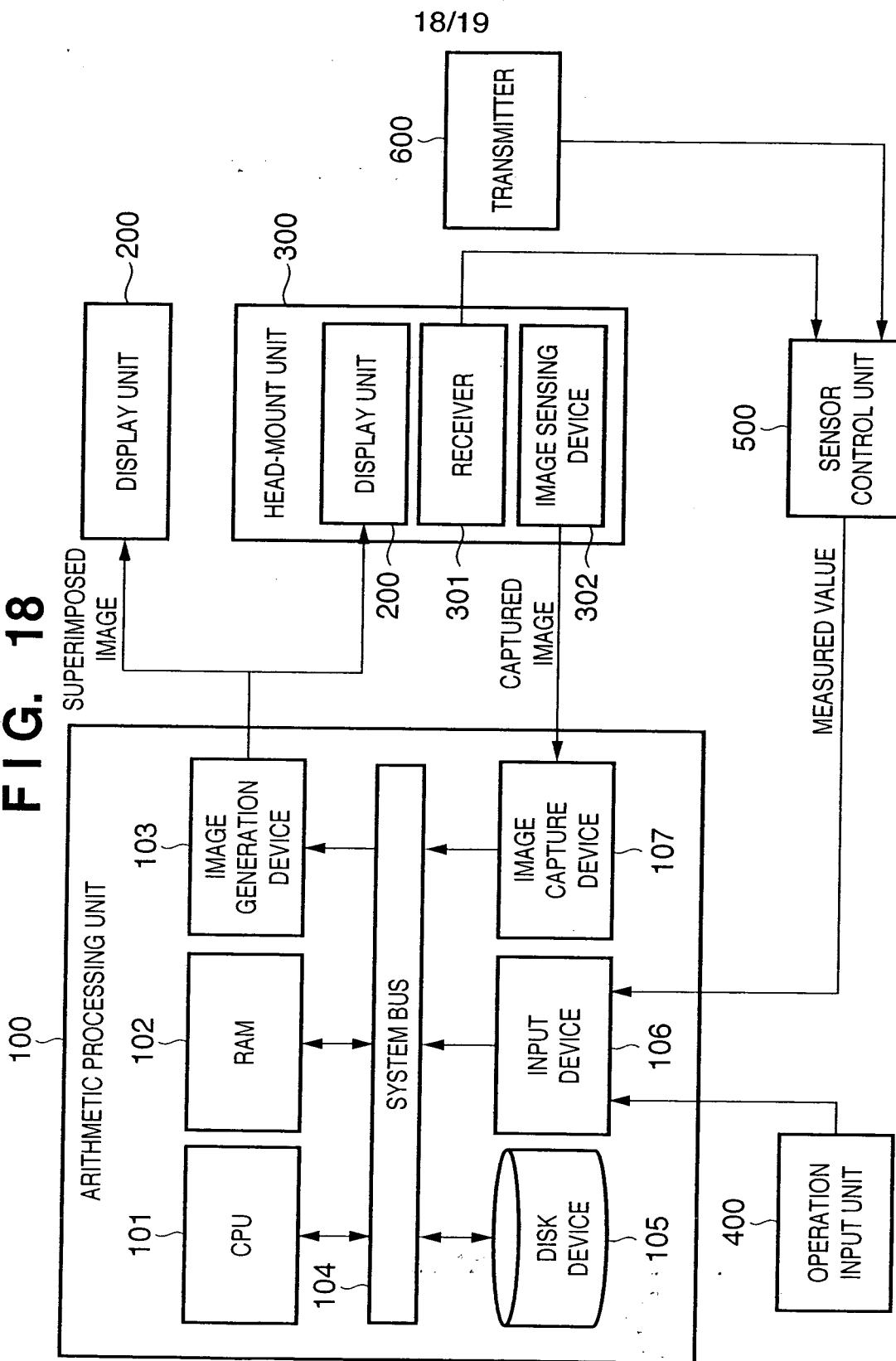


FIG. 19

The dialog box, titled "Initial Transforms Dialog", features two tabs: "Local Transform" and "World Transform". The "Local Transform" tab is currently selected. It contains the following fields and controls:

- position - x:** 400
- position - y:** 400
- position - z:** 550
- orientation - x:** 1.000000
- orientation - y:** 0.000000
- orientation - z:** 0.000000
- orientation - angle:** 0
- Euler angle** section:
  - azimuth (z-axis):** 0
  - elevation (y-axis):** 0
  - roll (x-axis):** 0
- Rotate transmitter** section:
  - X-axis: [spin box]
  - Y-axis: [spin box]
  - Z-axis: [spin box]
- Rotate world coordinate** section:
  - X-axis: [spin box]
  - Y-axis: [spin box]
  - Z-axis: [spin box]

Buttons include "Set axis" (top right), "Reset to default" (bottom center), and "Close" (bottom right). Reference numerals point to the dialog box (1210), the "Set axis" button (1220), the "Reset to default" button (1200), the "Rotate world coordinate" section (1250), and the "Close" button (1260).